

2026 AHA Youth Nationals

811 Showmanship 11-14 Section SFF

In and out of Ring Procedure

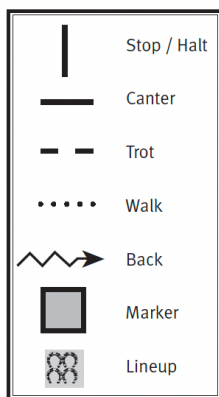
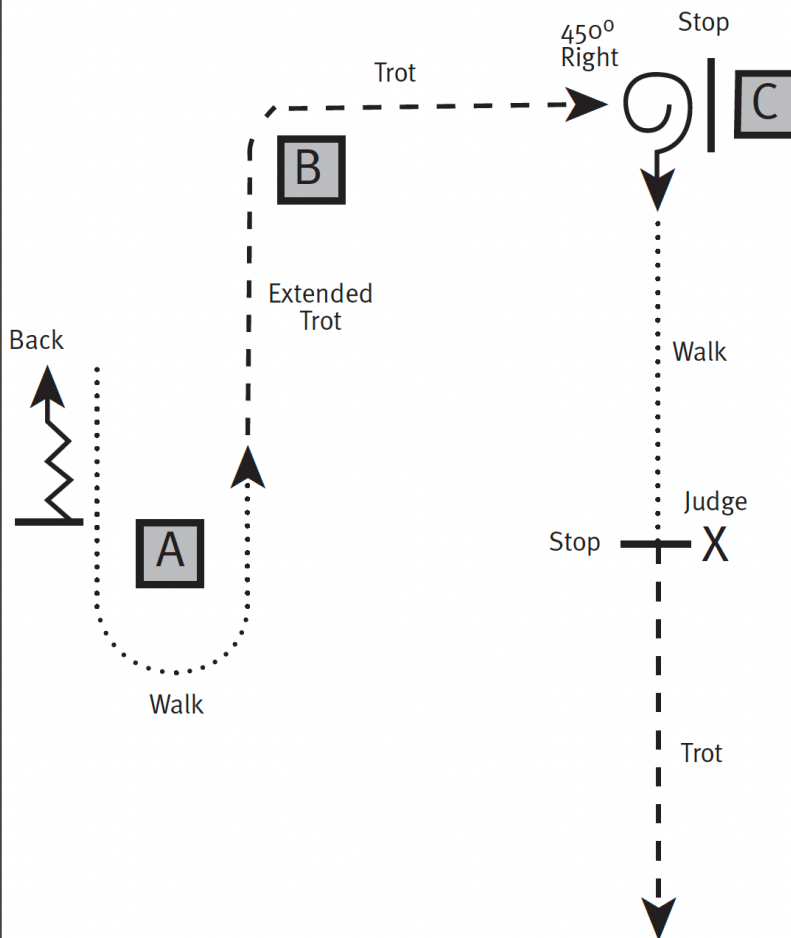
Showmanship

LEVEL 2 • PATTERN S

Exhibitors are to complete the pattern on the side of the marker as indicated in the drawing

- In the Ring**— Exhibitors enter arena and remain collectively for the entire class. Exhibitors are to enter the arena at the walk. Trot at the marker and line up at the discretion of the ringmaster.
- In and Out of the Ring**— Exhibitors enter arena one at a time and are excused at the completion of their pattern.
- At the Gate**— Exhibitors enter arena one at a time and are gathered in arena for final inspection as a collective group.

1. Be ready at marker A. Back five steps
2. Walk half a circle around marker A
3. Extended trot to marker B
4. Return to trot and trot to marker C, halt
5. Execute a 450-degree turn
6. Walk to judge and set up for inspection
7. Presentation of horse
8. When excused trot away and return to lineup or exit arena as directed



2026 AHA Youth Nationals

917 Showmanship W/T 10 & Under SF/F

In and out of Ring

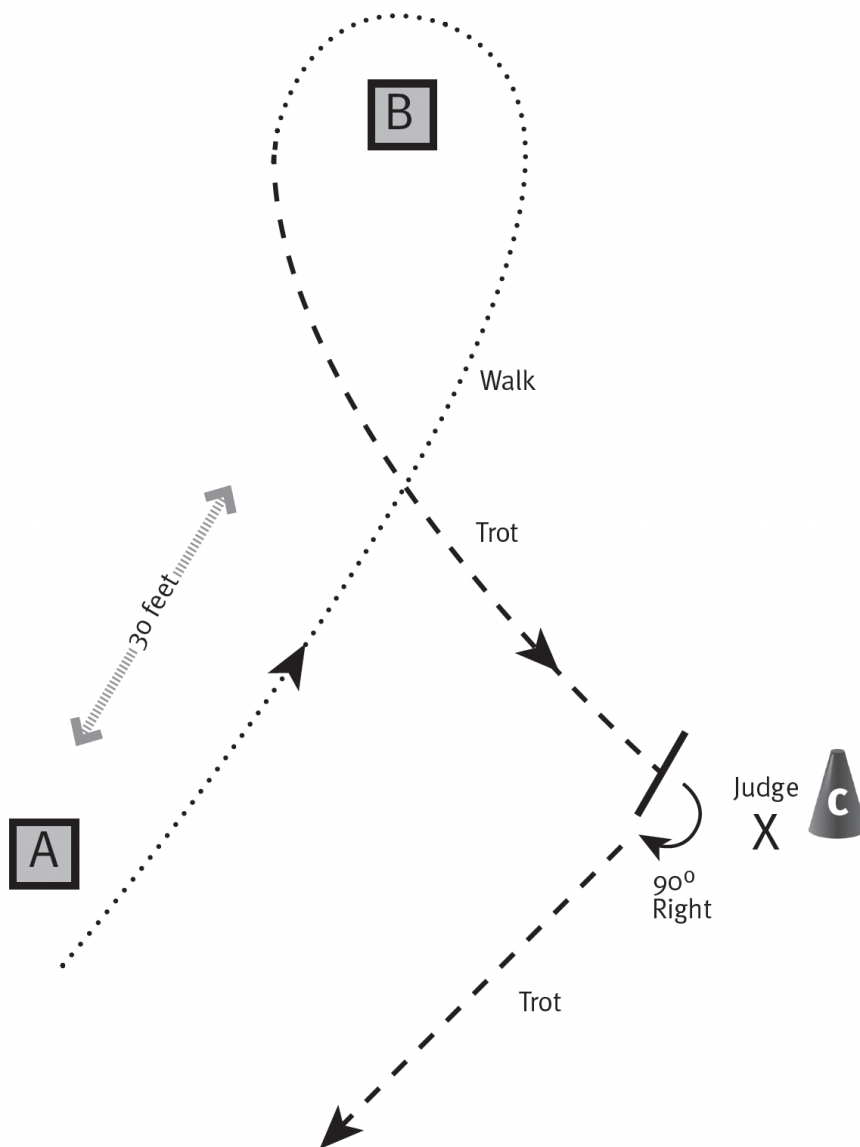
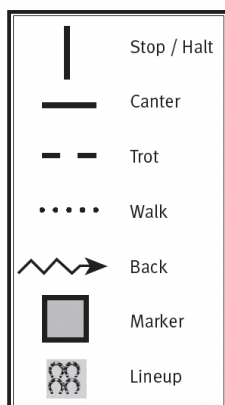
Showmanship

LEVEL 1 • PATTERN F

Exhibitors are to complete the pattern on the side of the marker as indicated in the drawing

- In the Ring**— Exhibitors enter arena and remain collectively for the entire class. Exhibitors are to enter the arena at the walk. Trot at the marker and line up at the discretion of the ringmaster.
- In and Out of the Ring**— Exhibitors enter arena one at a time and are excused at the completion of their pattern.
- At the Gate**— Exhibitors enter arena one at a time and are gathered in arena for final inspection as a collective group.

1. Be ready at marker A. Walk from marker A around marker B
2. Trot from marker B to judge, halt
3. Set up for inspection
4. Presentation of horse
5. When dismissed, turn approximately 90-degrees
6. Return to lineup at a trot or exit at the direction of your ringmaster



2026 Mid Summer Nationals

Class 1372 Showmanship AATH 19 & Over SFF

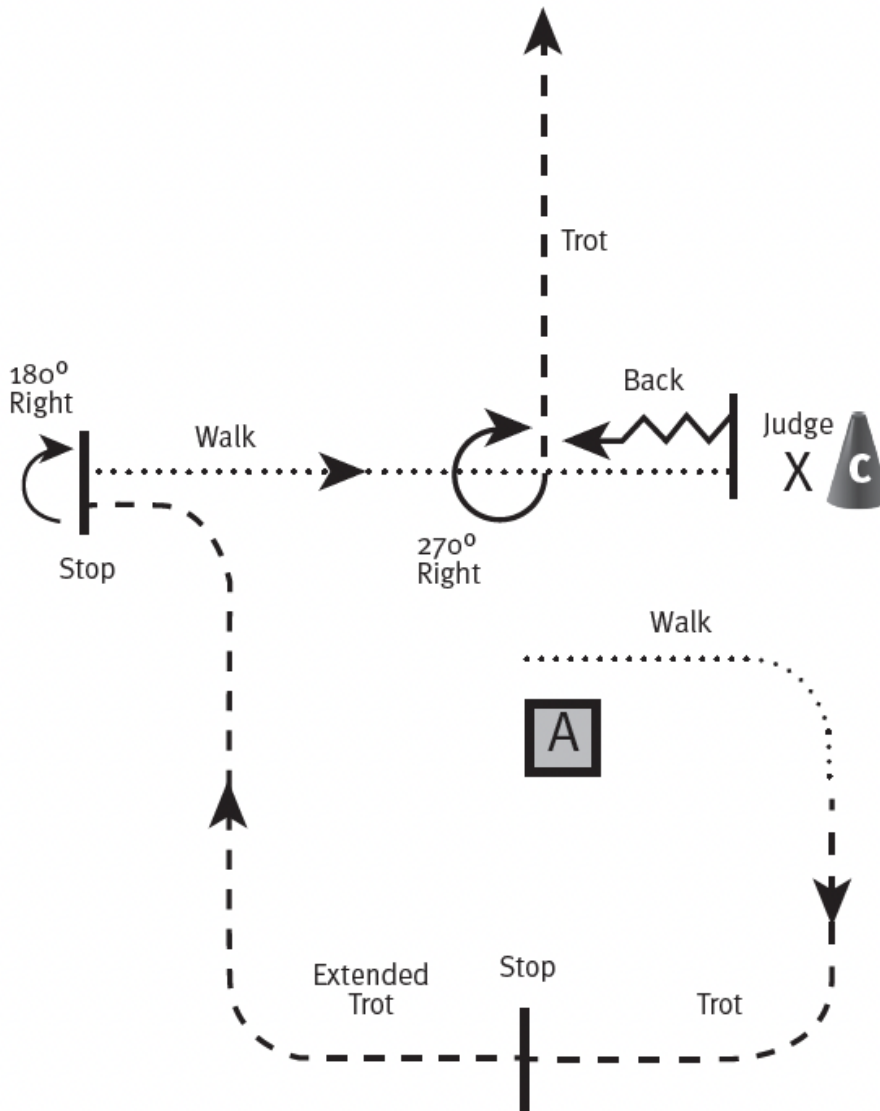
In and out of Ring

- ❑ **In the Ring**— Exhibitors enter arena and remain collectively for the entire class. Exhibitors are to enter the arena at the walk. Trot at the marker and line up at the discretion of the ringmaster.
- ❑ **In and Out of the Ring**— Exhibitors enter arena one at a time and are excused at the completion of their pattern.
- ❑ **At the Gate**— Exhibitors enter arena one at a time and are gathered in arena for final inspection as a collective group.

Showmanship

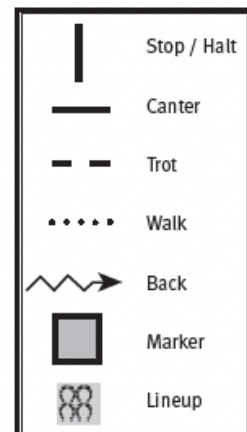
LEVEL 3 • PATTERN JJ

Exhibitors are to complete the pattern on the side of the marker as indicated in the drawing



1. Be ready at marker A. Walk out and around corner, pick up trot until even with marker A and halt
2. Extended trot around corner to left, halt
3. Execute a 180-degree turn
4. Walk to judge, halt and set up for inspection
5. Presentation of horse
6. When dismissed back one horse length
7. Execute a 270-degree turn
8. Trot straightaway as drawn

Return to lineup at a trot or exit arena as directed



2026 AHA Youth Nationals

3579 Showmanship Select 11 -18 Section SFF

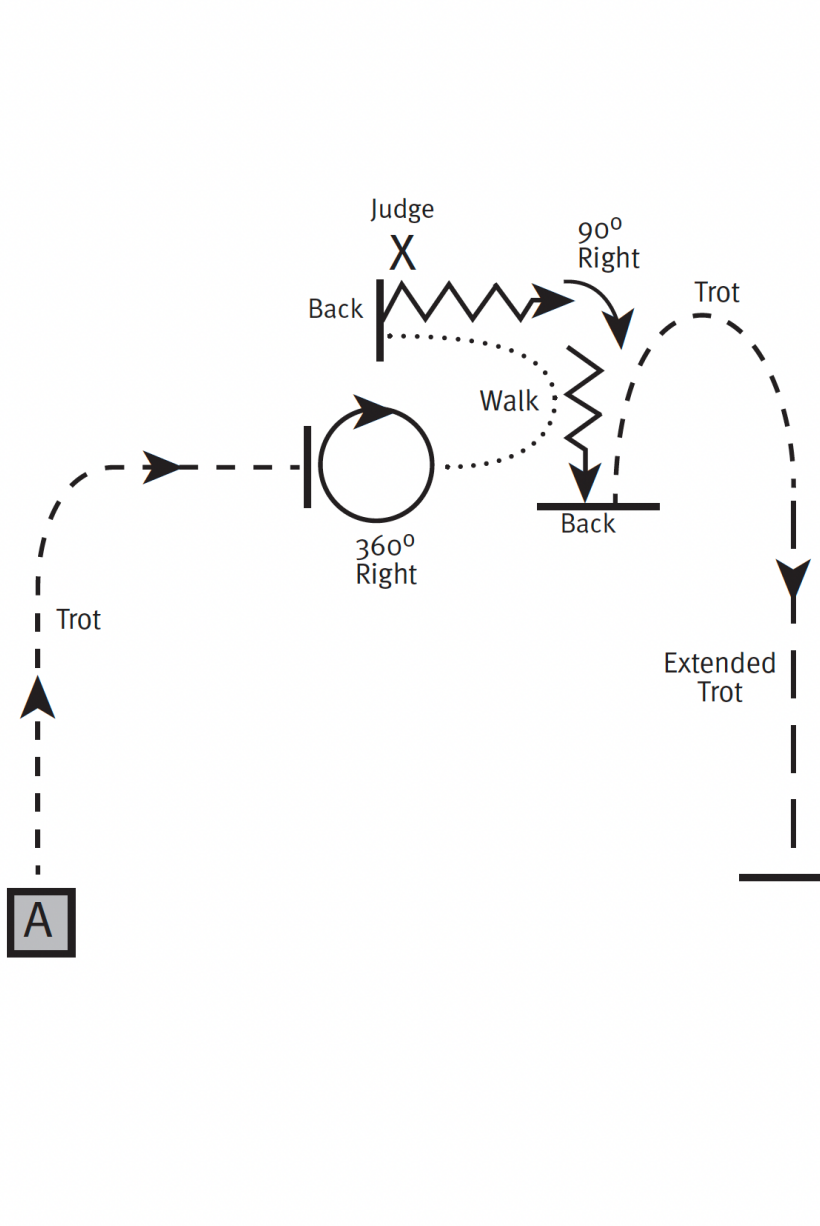
In and out of Ring

- In the Ring**— Exhibitors enter arena and remain collectively for the entire class. Exhibitors are to enter the arena at the walk. Trot at the marker and line up at the discretion of the ringmaster.
- In and Out of the Ring**— Exhibitors enter arena one at a time and are excused at the completion of their pattern.
- At the Gate**— Exhibitors enter arena one at a time and are gathered in arena for final inspection as a collective group.

Showmanship

LEVEL 3 • PATTERN PP

Exhibitors are to complete the pattern on the side of the marker as indicated in the drawing



1. Be ready at marker A. Trot as drawn and halt
 2. Execute a 360-degree turn
 3. Walk, stop when horse's hip is even with judge
 4. Set up for inspection
 5. Presentation of horse
 6. When dismissed, back, execute a 90-degree turn
 7. Back and then trot as drawn
 8. Extended trot to gate and halt
- Return to line up or exit arena as directed

	Stop / Halt
—	Canter
- - -	Trot
•••••	Walk
~ ~ ~ ~ ~	Back
■	Marker
☒	Lineup